
Title: ALAGNER'S BOOK

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ALAGNER'S BOOK OF
MARVELOUS AND
ASTONISHING THINGS

A compiled volume of items of interest both magical and mundane by Alagner. In this volume, compiled for easy reference, are some of the many fascinating constructions I have found during my researches. These items range from interesting uses for mundane items to fascinating miscarriages of magic. Please read and enjoy the varied realm of My Brittannia.

Potions: An historical point of interest from the last several hundred years. Circa 0207 there was a rather infamous case of a resourceful peeping-tom. One may ask what this has to do with potions, but the publicity generated from this trail about the use and misuse of magical potions of X-ray vision encouraged all honorable mages and alchemists to cease making the amazing potions. And, as these potions fell into disuse, the affectation of calling them white potions also slowly ceased, and a lesser known concoction (which, ironically, is appreciably more white than the original X-ray potion I was able to view (see Alagners Index of Treasures, entry 15, for

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This amazing carpet could fly over water and swamps with no adverse effects, a marvelous tool for the common adventurer and essential for the Avatar. (An interesting side note: according to an ancient tome, the carpet was actually believed a failure by its creater for its inability to rise more than a few inches off the ground)

Wands: A trio of terrible weaponry. The three identified varieties of magical wand all seem to have been made for the express purpose of changing the combat-weak spellcaster into a killing machine. And, for those

with the ability to keep them from wearing out (no small feat of magic, mind you, but simple for anyone capable of crafting the wand in the first place), they are perhaps the most formidable weapons of their size.

Fire Wand: This wand fires a bolt of flaming death. According to all known texts on the subject, the carnage was called "amazing."

Lightning Wand: The effects of a bolt of lightning as it bursts forth from the wand is as devastating, as its counterpart, the fire wand. However, according to one of its proponents, "the corpses look and smell much less offensive."

Magicians Wand: While only slightly more lethal than the typical bow, this wand is rendered quite effective due to two interesting facets: Its damage is of a most magical nature and more than quite powerful against monsters likely to hassle a mage, and, it NEVER runs out of charges. If thou art interested in power and duration, this is the wand for thee.

Silver Serpent venom: mage's dream, youth's bane. Once upon a time, the ability to gather this reagent was heralded as the beginning of a new era of magicry. It was the epitome of High Wizardry, but alas, as frequently happens, the promise paid but little. While direct doses of this reagent give a boost

to strength, the
permanent damage done to
the body far outweighs
any temporary advantage.

Unfortunately, these
adverse effects tend to
carry over to the spells
cast using this reagent.
Before his illness, Garok
Al-Mat, a mage of the
high mountains, was
experimenting with the
venom in conjunction with
spider silk and giant bee
pollen. His hope was to
bind the qualities into an
effective casting reagent
for divination. But his
work is now lost forever.

Hoe of Destruction:
accidental glory. One of
the most recent magic
items created, this once
ordinary hoe dates back
to only a few years ago
when one of the first
mages (a bush mage of
no real merit) to succumb
to the illness that now
plagues all mages, was
asked to both repair a
broken hoe for a local
farmer and enchant a
sword for a warrior.

Unfortunately, his
perhaps-never-to-be-repeat
ed-enchantment has made
this hoe one of the
better melee weapons
around today. This hoe
can be distinguished by its
distinctive red, glowing
head. Be wary if thou
dost ever face it.

(Items below this point
need more research
before publication.)
FireDoom Staff: lethality
personified. This staff,
which hurls exploding
fireballs that actually
seek out a target, is
perhaps the most lethal
of all magic weapons
created in the era of
human-gargoyle

cooperation. But, as with most of the more powerful magic weapons, its limited life span means it may fail thee at the worst of times.

Great Dagger: A great idea but shy of a wonder. This dagger is perhaps one of the most ingeniously economical items ever produced. It appears to be naught more than an ordinary dagger, save for large, red stone for a pommel. However, when one strikes with it, it is magically transformed into a two-handed sword. It hides well, and is light on the belt, but no more dangerous than an ordinary two-handed sword (which, of course, is in no way feeble).

Glass Swords : A historical legacy of death. These single-use swords will almost always kill any creature in a single blow, but they are seldom useful for a second opponent. Other Miscellaneous Magical Weaponry. As a general case, any person with a modicum of magical talent can identify magical weapons, armour and other apparatuses by their pulsating glow. Often, however, the color indicates even more about the item than just the existence of the enchantment. For example, a green field often denotes a poisoning weapon.

Starbursts: clouds of flying death. Originally designed as a small transportable weapon, this magically laminated throwing star bursts into a cloud of similar stars

upon contact with its target. Although not terribly devastating, it is the tiny size that makes it such an effective defence. Its small size also makes it a valuable backup missile weapon, for many can be carried together.

Burst Arrows: an area effect arrow. The arrow functions as a regular arrow, but upon impact, explodes into a thousand flying shards of death.